n	distance_to_fleet_penalty	<weapon_targets (CV)>	BB.x	BB.y	CV.x	CV.y	DD.x	DD.y	BB MH_dis	BB dis	DD.x-BB.x + DD.y-BB.y	CV MH_dis	CV dis	DD.x-CV.x+ DD.y-CV.y	Delta MH_dis	Delta dis	CV-BB: (fleet.x-target.x + fleet.y-target.y)	BB.x-CV.x	BB.y-CV.y
			(-BB.“distance”) = <weapon_weights(CV)> + (-CV.”distance")																
1	1	40	84.2	-82.3	-20.9	-17.9	-47.3	-2.0	211.8	154.1	-51.2	42.3	30.8	-10.5	169.5	123.3	40.7	105.1	-64.4
2(combat speed testing)	1	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	1	40	84.1	-82.0	37.7	-77.7	-112.3	-74.9	203.5	196.5	-189.3	152.8	150.0	-147.2	50.7	46.5	42.1	46.4	-4.3
4	1	40	84.0	-82.0	42.6	-80.2	-90.0	-82.0	174.0	174.0	-174.0	134.4	132.6	-134.4	39.6	41.4	39.6	41.4	-1.8
5	1	40	84.0	-82.0	54.7	-99.6	-43.0	-171.2	216.2	155.2	-216.2	169.3	121.1	-169.3	46.9	34.1	46.9	29.3	17.6
6	1	40	84.0	-82.0	69.3	-105.5	47.7	-220.5	174.8	143.2	-174.8	136.6	117.0	-136.6	38.2	26.2	38.2	14.7	23.5
7	1	40	1.6	-11.8	0.0	-52.5	4.5	-160.0	151.1	148.2	-145.3	112	107.6	-103	39.1	40.6	42.3	1.6	40.7
8	1	40	1.6	-11.8	44.2	-95.8	68.0	-147.0	201.6	150.6	-68.8	75	56.5	-27.4	126.6	94.2	41.4	-42.6	84
9	1	40	1.6	-11.8	17.7	-70.0	41.5	-152.5	180.6	146.2	-100.8	106.3	85.9	-58.7	74.3	60.4	42.1	-16.1	58.2
10	1	-40	-87.5	-83.0	-42.5	-85.7	86.5	-82.3	174.7	174.0	174.7	132.4	129.0	132.4	42.3	45.0	-42.3	-45	2.7
11	1	-40	-87.5	-82.5	-26.0	-103.0	78.5	-125.0	208.5	171.4	123.5	126.5	106.8	82.5	82	64.6	-41	-61.5	20.5
12	1	-40	-87.5	-82.5	-69.7	-57.7	34.8	36.3	241.1	170.5	241.1	198.5	140.6	198.5	42.6	29.9	-42.6	-17.8	-24.8
13	1	-40	-87.5	-82.5	-77.0	-50.5	-28.0	57.5	199.5	152.1	199.5	157	118.6	157	42.5	33.5	-42.5	-10.5	-32
14	1	-40	-87.5	-82.5	-90.5	-38.0	-89.0	78.0	162	160.5	159	117.5	116.0	117.5	44.5	44.5	-41.5	3	-44.5
15	1	-40	-87.5	-82.5	-105.5	-22.0	-124.5	77.0	196.5	163.7	122.5	118	100.8	80	78.5	62.9	-42.5	18	-60.5
16	1	-40	-87.5	-82.5	-116.0	-12.5	-144.5	72.0	211.5	164.7	97.5	113	89.2	56	98.5	75.5	-41.5	28.5	-70
17	1	-40	-87.5	-82.5	-134.0	5.0	-162.5	66.3	223.8	166.6	73.8	89.8	67.6	32.8	134	99.0	-41	46.5	-87.5